

# VC

T.M. Reg. Appl. For



VC IS AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER GAME  
OF OPERATIONAL LEVEL COMBAT IN VIETNAM.

**For:**

TRS-80 Models I & III, Level II BASIC, with disk drive  
and 32K Memory

Apple II + with Applesoft in ROM, 48K memory and disk drive



**GAME DESIGN:** Britt Monk  
TRS-80 Version: Britt Monk  
Apple Version: David Kuijt

**PLAYTESTERS:**

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The Apple version of VC has been compiled using TASC®,  
Trademark of Microsoft, Inc.

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**TYPESETTING:**

Colonial Composition

**PRODUCTION:**

Monarch Services



**microcomputer games**

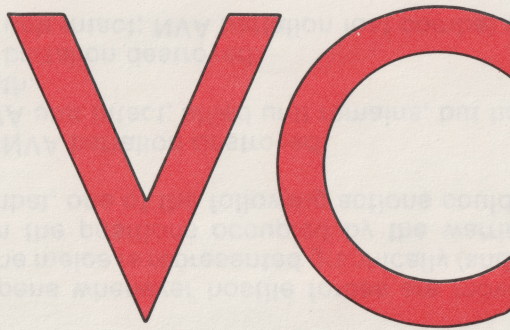
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## INTRODUCTION

This game is a simulation of political/military warfare between guerilla forces (commanded by the computer), and pacification forces controlled by the player. This game spares the player any glimpse of the hardships suffered by the people of Viet Nam, or the hardships of the various combatants; rather, this game will demonstrate some of the challenging and entertaining tactical problems posed by an unconventional conflict.

## OBJECT OF THE GAME

To win the hearts and minds of the people, and cut off and destroy all VC (Viet Cong) and NVA (North Vietnamese Army) units operating in your province (board). Of course you won't usually know which population groups are Viet Cong, or where VC/NVA units are, and since the VC recruit from the civilian populations, they will be attempting to increase their numbers.

You will lose the game if more than half the combined civilian population of your province either joins the VC to fight against you, or is destroyed. After all, you can't save the country by destroying it.

## FUNDAMENTALS

**Board:** the board consists of 182 squares in a grid 14 × 13. (see diagram)

	A	B	C	D	E	F	G	H	I	J	K	L	M	N
1	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	1
2	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	2
3	XX	XX	VC	FV	XX	XX	XX	XX	XX	XX	XX	XX	XX	3
4	VC	U1	XX	FV	FV	XX	FV	XX	XX	XX	XX	XX	XX	4
5	XX	XX	FV	FV	FV	R3	FV	XX	XX	XX	XX	XX	XX	5
6	XX	XX	FV	FV	XX	R1	R2	XX	XX	XX	XX	XX	XX	6
7	XX	XX	FV	R4	U2	R5	XX	VC	XX	XX	XX	XX	XX	7
8	XX	XX	XX	XX	R6	R7	R8	FV	XX	XX	XX	XX	XX	8
9	XX	XX	XX	XX	FV	XX	XX	R9	VC	XX	XX	XX	XX	9
10	XX	XX	XX	XX	XX	FV	XX	XX	XX	XX	XX	XX	XX	10
11	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	11
12	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	12
13	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	XX	13
	A	B	C	D	E	F	G	H	I	J	K	L	M	N

U.S. UNIT SUFFERED HEAVY CASUALTIES

TRS-80 simulated screen display

The above display is from the TRS-80 Model I, the Apple utilizes an all letter grid reference system and graphic symbols to represent military and civilian counters.










## MAP SYMBOLS

TRS-80

Mod I/III

Apple

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<b>U1</b>		U.S. Airmobile unit.
<b>U2</b>		U.S. Artillery unit.
<b>RO-R9</b>		ARVN (Army of the Republic of South Viet Nam) units. Ten in number (0-9).
<b>NV</b>		NVA (North Vietnamese Army) units
<b>VC</b>		Viet Cong units
<b>XX</b>		Neutral Civilian population group
<b>FV</b>		Friendly Civilian population group

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## GAME COUNTERS:

### Units Controlled by Player:

**U.S. Airmobile Infantry Battalion (ID code U1).** This unit is capable of moving to any vacant square on the board, when given the horizontal and vertical coordinates. This unit has a combat strength equal to five VC units.

**U.S. Artillery Battalion (ID code U2).** This unit is always stationary in its firebase. From there it can bombard any coordinate on the board, and may damage any friendly or hostile military unit (or civilian population) in the target area. (Note, never shell civilians; you will alienate the civilian population, and facilitate VC recruiting efforts.)

**ARVN Infantry Battalions (ID codes RO-R9).** There are ten ARVN infantry battalions at the start of the game under the player's command. These units have a combat strength equal to two VC battalions, and can move one square in any of eight directions (N, NW, W, SW, S, SE, E, NE). ARVN units have an important quality that the U.S. infantry units do not have; they speak the language, and know the people, they can identify adjacent civilians as being friendly, neutral or VC.

### Units controlled by the computer:

**Friendly Civilians:** In the beginning of the game there are no friendly civilians. Friends are won when your forces move out amongst the people. Of course, your friends have enemies, and friendly civilians are often attacked and destroyed or neutralized by the VC/NVA, who want to keep the Saigon government's popularity with the people to a minimum.



**Neutral Civilians.** These civilians are politically indifferent. The VC will try to recruit them, and the player should be trying to win them over to the allied effort.

**VC and NVA Battalions.** Often disguised as Neutral Civilians, the player must move one of his units next to a neutral civilian to determine if it is really a civilian or a VC/NVA unit.

## GAME PLAY:

The game begins with a prompt for the level of play (1 to 4) desired by the player. Four is the most difficult level of play. Next the game board is displayed on the monitor screen. The U.S. and ARVN units start the game grouped together. The disposition of the civilians, VC and NVA is randomly generated and will be different for each game. Below the display will be a status report and input prompt lines.

The "status" or S2 report will display the number of allied military units remaining, the combined number of civilian population groups (both neutral and friendly), an "ESTIMATION" of the number of VC and NVA battalions, and the number of turns (weeks) played.

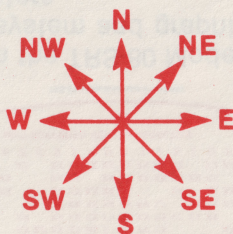
When it is your turn to move a unit, the computer will prompt you for a unit ID code. Enter the ID code (U1, U2, R4, R0 etc. See GAME COUNTERS section for ID codes) for the unit you wish to move or fire (and press the **ENTER** key on the TRS-80). The computer will then display the unit's strength and then prompt you for movement or fire mission input.

**U.S. Airmobile unit.** The computer will prompt you for the horizontal and vertical coordinates. Enter the horizontal coordinate first and then the vertical coordinate (**NOTE:** it is necessary on the TRS-80 to press the **ENTER** key after each coordinate). The Airmobile unit will move to those coordinates, provided that the grid is unoccupied.

**U.S. Artillery unit.** If you elect to fire your artillery unit, instead of moving an infantry unit, you will be given three fire missions. The computer will prompt you for the target's grid coordinates. Enter the coordinates in the same way as you would for moving the Airmobile unit. The artillery unit will shell those coordinates and all occupants in it. Artillery is not always effective and units in the target grid may survive one or more bombardments before being destroyed. If you do not wish to use all three fire missions press the **ENTER (RETURN)** on the Apple) key.

**ARVN units.** The computer will prompt you for a direction, and you should enter a one- or two-character compass point directions (see graph below). ARVN units can exchange places with friendly and neutral civilians, but it may upset the friendly group and turn them neutral once again. ARVN units cannot move into squares occupied by VC or NVA battalions. The ARVN unit will not move, but attack the VC/NVA unit instead.





## ARVN Movement Directions

An ARVN unit can attack along its perimeter, without moving, by pressing the **ENTER** (**RETURN** on the Apple) key, instead of inputting a compass direction.

After your unit has moved, you have the option of calling for a fire mission from the artillery battalion. Input the target grid coordinates as per the above instructions. If you do not want a fire mission press the **ENTER** key (**RETURN** on the Apple) and the computer will start its turn.

**NOTE:** if you hit the wrong key during input, you can make corrections by pressing the asterisk (\*) key.

## Computer's Turn:

The computer moves civilian or VC/NVA units during its turn. VC/NVA units may be moved into positions adjacent to allied units with combat ensuing, or they may be moved adjacent to neutral civilians with recruitment possible. When VC/NVA move next to friendly civilians they will attempt to either neutralize or destroy the civilian group. Likewise civilian units may be moved randomly, and if moved next to VC/NVA the same results as above will occur. If a neutral civilian group moves next to an allied unit it may become friendly.

After the computer has completed its movement and combat, one game turn or week has been completed and the cycle will begin again.

## COMBAT:

Combat happens whenever hostile forces are moved adjacent to each other; the melee is represented graphically (and with sound on the Apple) in the positions occupied by the warring units. As a result of combat, one of the following actions could occur:

1. VC or NVA battalion destroyed.
2. VC/NVA unit intact; allied unit remains, but has lost combat strength.
3. Allied battalion destroyed.
4. Allied unit intact; NVA battalion lost combat strength.



# DISK LOADING INSTRUCTIONS

## TRS-80® Model I and Apple® computer

This is an auto-run diskette. Place the diskette into your disk drive and boot the disk. It will load and run automatically.

## TRS-80® Model III

The **VC** TRS-80 diskette is in a Model I format, the program must be converted to a Model III diskette before it can be run on your TRS-80 Model III computer. Follow the **CONVERT** instructions in your TRS-80 Model III Disk System Owner's Manual. After you have converted the program to a Model III diskette, place the disk into your disk drive and get into **BASIC** mode by typing **BASIC** and pressing the **ENTER** key. Press the **ENTER** key in response to the "Cass?", "How Many Files?" and "Memory Size?" prompts. To run the program type "**RUN PROGRAM**" and press the **ENTER** key. The program will load and run automatically.

\* Trademarks of Tandy Corporation and Apple Computers, Inc.

## IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.
2. Re-read the section in your computer's manual that tells you how to load software. Try to load the software again.
3. If you can adjust the volume on your recorder, try different settings, both higher and lower.
4. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.
5. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read software made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.
6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load.) to:

**Avalon Hill Microcomputer Games**  
4517 Harford Road  
Baltimore, Maryland 21214

Defective software will be replaced.



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### The Avalon Hill Game Company

Consumer Relations

4517 Harford Road, Baltimore, MD 21214

### QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed "complete" in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

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